MAGIC PENCIL

THE QUEST FOR COLOR

TM

EVERYONE

CONTENT RATED BY ESRB

TAITO®

agetec® DESIGNER SERIES™

WARNING: READ BEFORE USING YOUR PLAYSTATION®2 COMPUTER ENTERTAINMENT SYSTEM.

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games, including games played on the PlayStation 2 console, may induce an epileptic seizure in these individuals. Certain conditions may induce previously undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game – dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions – IMMEDIATELY discontinue use and consult your physician before resuming play.

WARNING TO OWNERS OF PROJECTION TELEVISIONS:

Do not connect your PlayStation 2 console to a projection TV without first consulting the user manual for your projection TV, unless it is of the LCD type. Otherwise, it may permanently damage your TV screen.

USE OF UNAUTHORIZED PRODUCT:

The use of software or peripherials not authorized by Sony Computer Entertainment America may damage your console and/or invalidate your warranty. Only official or licensed peripherals should be used in the controller ports or memory card slots.

HANDLING YOUR PLAYSTATION 2 FORMAT DISC:

- This disc is intended for use only with PlayStation 2 consoles with the NTSC U/C designation.
- Do not bend it, crush it or submerge it in liquids.
- Do not leave it in direct sunlight or near a radiator or other source of heat.
- Be sure to take an occasional rest break during extended play.
- Keep this compact disc clean. Always hold the disc by the edges and keep it in its protective case when not in use. Clean the disc with a lint-free, soft, dry cloth, wiping in straight lines from center to outer edge. Never use solvents or abrasive cleaners.

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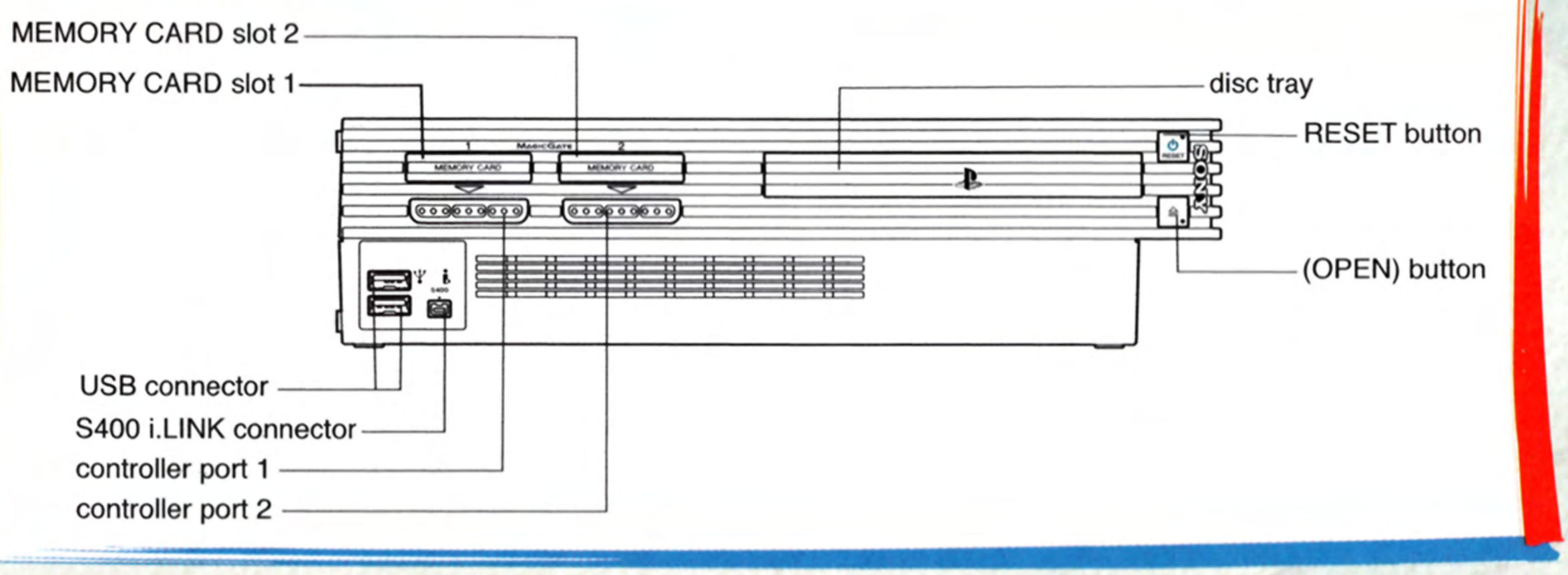
Thank you for purchasing MAGIC PENGEL™: The Quest for Color, software designed for use with the PlayStation®2 computer entertainment system. Please read this manual carefully before playing the game, especially those sections that cover operating instructions and safety precautions.

** DVD-ROMs are easily damaged by dust and scratches. Please handle the disc with care.*

GETTING STARTED

Set up your PlayStation®2 computer entertainment system according to the instructions in its Instruction Manual. Make sure the MAIN POWER switch (located on the back of the console) is turned on. Press the RESET button. When the power indicator lights up, press the (OPEN) button and the disc tray will open. Place the MAGIC PENGEL™: The Quest for Color disc on the disc tray with the label side facing up. Press the (OPEN) button again and the disc tray will close. Attach game controllers and other peripherals, as appropriate. Follow on-screen instructions and refer to this manual for information on using the software.



OPERATING INSTRUCTIONS

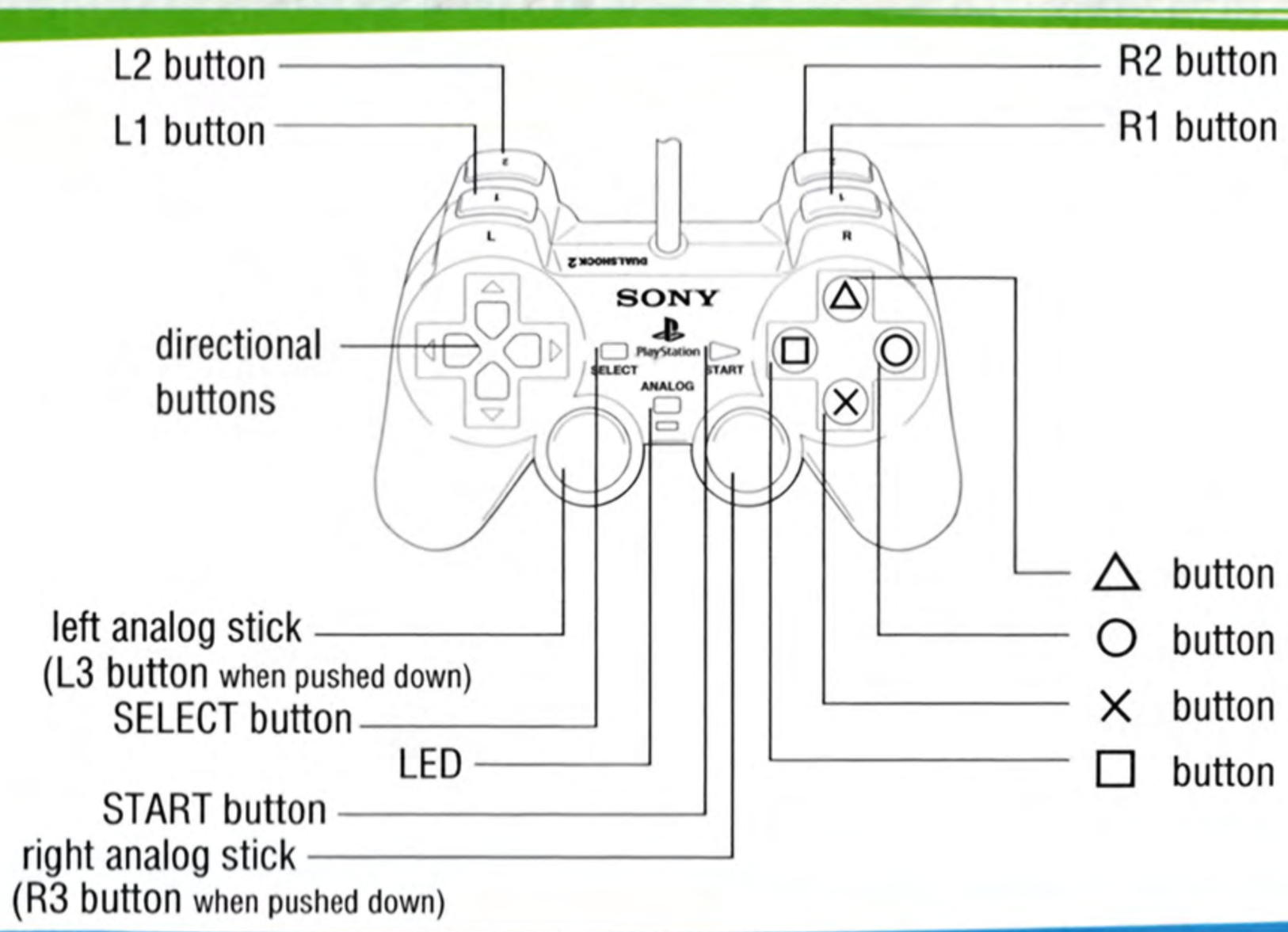
You are the main character of this game! Although your likeness won't be displayed on screen during the game, all conversations from other characters are directed right at you. This is known as a 1st Person point of view game, where you (the player) experience everything in the game as if you were right there! To join this game, operate the PENGEL using the DUALSHOCK®2 analog controller.

PLAYER & PENGEL

In this game, you are a Doodler - a human who has the power to draw creatures (Doodles) in your sketchbook and have them come to life! This is how you advance in the game.

When you start a game you will meet and have a special drawing sprite, called PENGEL. PENGEL is a mysterious fairy that can bestow life to your Doodles.

DUALSHOCK®2 ANALOG CONTROLLER



! This game supports the DUALSHOCK®2 analog controller's vibration function and the L3/R3 buttons. The ANALOG mode button is always lit when the system is ON. The vibration function can be toggled ON/OFF via the OPTION Menu.

OPERATION DURING MOVEMENT (OPERATION AT THE HOME AREA OR MARKETPLACE)

⊗ button ..... Take action to the items, which are in front of PENGEL (e.g. confirm, talk, etc.).
△ button ..... Open the book. The DOODLE SKETCHBOOK can only be opened at THE HOME AREA.
• Possible to use after obtaining the DOODLE SKETCHBOOK.
right analog stick .. Change the view angle
left analog stick ... Move

DOODLE SKETCHBOOK OPERATION

⊗ button ..... Confirm a drawing point / Start drawing a line
○ button ..... Release a drawing point / Restore a line (while drawing)
△ button ..... Open the MENU Screen
□ button ..... Restore / Delete a line (while drawing)
R1 button ..... Increase PENGEL moving speed
R2 button ..... Decrease PENGEL moving speed
R3 button ..... Face Doodle to the front
L1 button ..... Reduce
L2 button ..... Magnify
right analog stick .. Change angles
left analog stick ... Move PENGEL
directional button .. Scroll the book
SELECT button .... Display special screen

DOODLE SKETCHBOOK OPERATION AT MENU SCREEN

⊗ button ..... Confirm Menu
○ button ..... Close Menu
△ button ..... Close Menu
□ button ..... Restore
R1 button ..... Move to the right end at Menu
R2 button ..... Move to the left end at Menu
R3 button ..... Face Doodle to the front
L1 button ..... Shrink
L2 button ..... Magnify
right analog stick .. Change angles
left analog stick ... Select Menu
directional buttons . Select Menu

DOODLE FIGHTING OPERATION

Select DOODLE

△ button ..... Select the Doodle that is set on page 1.
○ button ..... Select the Doodle that is set on page 2.
⊗ button ..... Select the Doodle that is set on page 3.

Select Trick

△, ○, □, ⊗ button ... Select the "Magic" skills that are allocated to each button.
R1 button ..... Select "Block" skill.
L1 button ..... Select "Attack" skill.
R2, L2 button ..... Select "Charge".

STARTING A GAME

These are the menus in the TITLE Screen. Select an icon using the directional button and press the ⊗ button to confirm your selection.

NEW GAME

You may start a new game from here.

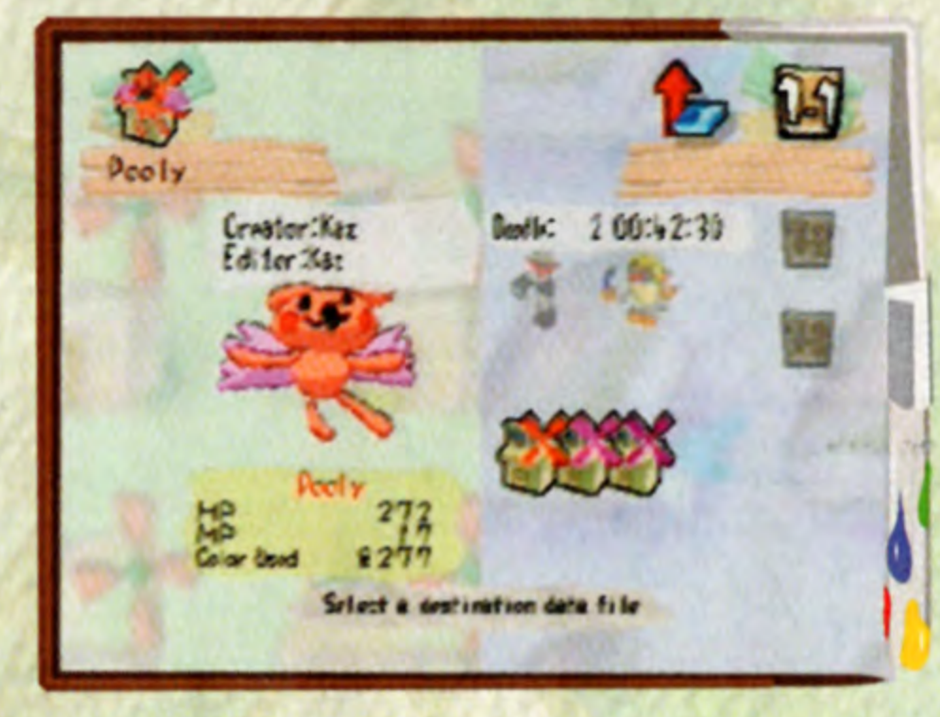
CONTINUE

When continuing from previous game, retrieve the saved data from the Memory Card (for PlayStation®2) (8MB), and select the [CONTINUE] icon using the directional button, and then press the ⊗ button to confirm your selection.

When selecting the [CONTINUE] icon, please note that saved data is corresponding from the MEMORY CARD slot 1.

2P VERSUS

You can play the 2P VERSUS mode using the Memory Card (for PlayStation®2) (8MB). Select the [2P VERSUS] icon using the directional button and press the ⊗ button to confirm your selection. (See page 21.)



TRANSFER DOODLE

You can transfer the saved Doodles from one Memory Card (for PlayStation®2) (8MB) to the other Memory Card (for Playstation®2) (8MB), or from one file to the other file in the same Memory Card (for PlayStation®2) (8MB). (See page 21.)

EDIT DATA

You can transfer or delete your saved game data from the Memory Card (for PlayStation®2) (8MB).

SPECIAL NOTE: The MAGIC PENGEL™: The Quest for Color game data cannot be copied on PlayStation®2 console browser screen.

OPTION

Adjust Sound System or set up the vibration function ON/OFF.

STORY - THE INTRODUCTION OF COLOR TO A WORLD FAR AWAY -

Long ago, the world was a place devoid of color.

But one day, the Spirit of Creation made four simple shapes using red, blue, green and yellow.

These shapes became the Sun, Sea, Land and Wind.

Afterward the Spirit of Creation made two other shapes: Mankind and Doodles.

To Man, he gave a free spirit. To Doodles, he gave a free body.

People drew Doodles, and Doodles created colors. Their Colors filled the world.

One day, long ago, a human king was born.

This king eventually enslaved the Doodles to control all of the colors.

In doing so, he deeply saddened the Doodle King.

In response, the Doodle King pleaded with the Spirit of Creation.

"Spirit...please do not let those whose hearts are impure continue to create Doodles."

"Do this, and I will give you both my body and my colors."

With that...the Doodle King and half the world's colors disappeared.

The Doodles were freed from their enslavement, but now the human king turned his efforts toward controlling those humans still able to create Doodles.

CHARACTERS

MAIN CHARACTER

The Main Character is YOU.

You are wakening by a mysterious voice at THE HOME AREA. The voice will lead you to an exciting journey...

Feel free to draw any shape you wish using this PENGEL.

The shape you draw will lead you on your quest.

Let your journey begin!

PENGEL

PENGEL is a sprite that becomes your character's companion that helps navigate you throughout the game. It has a mysterious power to create a new life by using the power of Color. It is loyal to its master (the first person to find it). Supposedly, only people with a pure heart can see it and be able to use it. The PENGEL's hair will grow as it gains more power.

ZOE - AGE 12.

"Hey! This is your Doodle, right? You need to keep an eye on it."

Zoe is a smart and strong-minded girl. At the opening the player meets Zoe when she saves the player's Doodle from falling into a cliff at THE HOME AREA. She is searching for Galileo, who is her foster parent and Taro's father. She lives with her little brother, Taro, at HOME in THE HOME AREA.

TARO - AGE 6.

"I will be a famous DOODLER and I will find my dad!"

Taro is Zoe's brother. His daily routine is throwing a letter in a bottle to the ocean with Zoe in hoping to hear any news about his father. He is a bit of a crybaby and that irritates Zoe sometimes.

GALILEO

"Mono...You've finally found your heart."

He was the best DOODLER in town until the day he mysteriously disappeared...

MONO

"My name is...Mono. I came here to see you".

He is a mysterious boy who said that he used to live in the land far to the West with Galileo once before. He came to the MARKETPLACE because he received a letter in a bottle that Taro and Zoe had thrown into the ocean.

KIBA

"The reason why the people of the Kingdom can't draw a Doodle is because...they don't have pure hearts."

He is confined by the Guards from the Kingdom and is asked to study the Doodles. He says Galileo is his mentor. He is a trustworthy man and is respected by the townspeople. He often has a conflict with the people from the Kingdom who occupy the town now. The people in town once had their freedom, but not now...

GUARDS

"These Color Gems belong to us, to the Kingdom!"

They wear similar uniform and prefer to act as a group. They obey the Kingdom's duty respectably and occupy the town for the purpose of controlling the power of the Colors.

DOODLES

Those people, who have a pure heart, can draw Doodles with the Color Gems. The Doodles will grow in power with the character that created them and they can bring back the "Power of Color" to this world. Doodles are mysterious creatures living in us in the game. It is up to YOU to bring them to life again!

NAME ENTRY

Input the names of a player and a Doodle here.

PLAYER NAME

Select [NEW GAME] at the TITLE Screen to begin. You can input a player's name using up to 7 characters.

HOW TO ENTER

Select each letter using the directional button and press the ⊗ button to confirm your selection. To delete a letter, press the ◯ button or click the "DELETE" icon.

DOODLE NAME

As the game progress, when you are able to create a Doodle, you can give a name to the Doodle. You can use up to 7 characters to create your Doodle's name. The procedure for entering characters is the same as PLAYER NAME.

ABOUT THIS GAME

This is a page that introduces the overall game of MAGIC PENGEL™: The Quest for Color.

BE THE CHAMPION! WIN THE PRELIMINARY TOURNAMENTS OF THE KINGDOM DOODLE TOURNAMENT!

LET'S DRAW A DOODLE!

Players start off in a place called THE HOME AREA. It is here that your Doodle characters can be created (drawn). The characteristics of each Doodle that the player creates vary depending on the drawing style that the player chooses to use.

CREATE MORE POWERFUL DOODLES!

The MAIN ARENA can be reached from the MARKETPLACE. This is where your drawn Doodle(s) or bought Doodle(s) from the shops can have a battle.
SEASIDE ARENA is where you can battle with your challenged DOODLERS.

In order to enhance the abilities of a Doodle, the player must acquire Color Gems and Part Palettes. Color Gems are earned by achieving victories in exhibition matches and preliminary tournaments. Winning tournaments can increase the level of your Pengel and grants more available Part Palettes. The Arena encounters become more and more challenging as the player progresses through the game. Create more powerful Doodles by winning in the preliminary tournaments and entering the Kingdom Doodle Tournament.

PRELIMINARY TOURNAMENTS!

The goal of the player is to work your way through a number of preliminary tournaments, all the while improving your Doodle Creation, as you prepare to square off with other strong DOODLERS in the Kingdom Doodle Tournament.

FURTHER DOODLE ENHANCEMENT!

Achieving victory in the preliminary tournaments also enhances the Doodle drawing tool (PENGEL). As the PENGEL improves, so do your Doodle Creation possibilities.

THE HOME AREA

THE HOME AREA acts as the player's "Home Base" in this game. It is here that Doodles are created. You can open your DOODLE SKETCHBOOK using the △ button, and then store the Doodles. You also can save a game in progress and your ranking data in the Memory Card (for PlayStation®2) (8MB) here.

DOODLE SKETCHBOOK

As the game progresses, you can get a DOODLE SKETCHBOOK. Open it by pressing the △ button. It is here you can draw your Doodle with earned color palettes and Color Gems.

STORAGE

The drawn Doodle on the last opened page will be stored automatically at THE HOME AREA.

SAVE

You can save your game progress by going to the HOME in the HOME AREA. You are able to save your Doodle at HOME depending on the game progress. (See page 16.)

Just opening the DOODLE SKETCHBOOK cannot save Doodles. To save, make sure to go to HOME and save.

DOODLE SKETCHBOOK

You can open the DOODLE SKETCHBOOK anywhere in THE HOME AREA. The DOODLE SKETCHBOOK consists of two modes, BOOK OPTION Mode and DOODLING Mode. BOOK OPTION Mode is to check the Doodle's skills and stats, and DOODLING Mode is to actually draw a Doodle.

BOOK OPTION MODE

When you enter to this Mode, you can check your Doodle's skills and stats.

BOOK OPTION MODE MENU

NOTE
Once you create or purchase Doodles, a mini-sized Doodle is displayed on each of the note file buttons located on the left side of the screen. Select a Doodle amongst them using the directional button, and press the ⊗ button to confirm your selection. This leads you to the Doodle page you selected in the DOODLING Mode. If you select a blank note file button, it leads you to a blank page in the DOODLING Mode. Also this mode shows the skills and stats of the selected Doodle.

DOODLE TYPE . . Indicates Doodle Type

HP . . . . . Maximum HP
If the number reaches zero, the player cannot battle with the Doodle.
(HP regains automatically after the battle is over.)

MP . . . . . Maximum MP
Decreases the MP of the magic the player uses.
(MP regains automatically after the battle is over.)

ATTACK . . . . . Indicates the Doodle's attack capabilities during battle.

DEFENSE . . . . . Indicates the Doodle's defense capabilities during battle. The higher the number is, the more difficult it is for the Doodle to get damaged.

AGILITY . . . . . If both Doodlers select the same skill during battle, the Doodle that has a higher number in Agility attacks first.

LUCK . . . . . This indicates the level of a Doodle's luck.

EXPERIENCE . . . This is the accumulated number of the Doodle's experience in the game.

SKILLS
The player can check his Doodle's skill levels. By pressing the ⊗ button while selecting a skill, you can see the details of the skill.

DELETE
Deletes the Doodle.

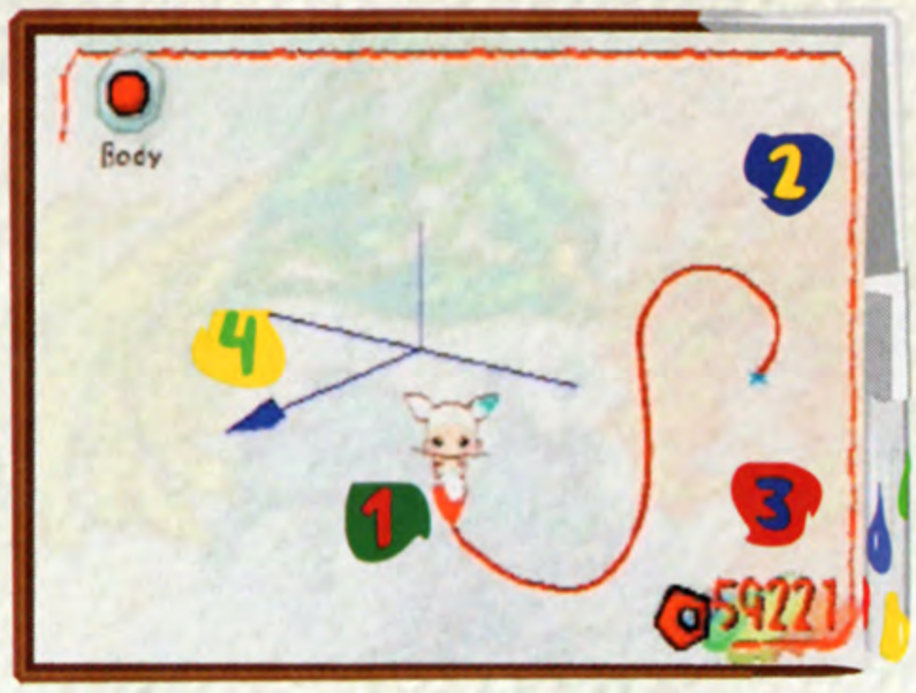
ENCYCLOPEDIA
Enter Encyclopedia.
(See page 20)

NAME CHANGE
Change the name of a Doodle.

EXIT
Go back to THE HOME AREA Screen. The Doodle, which was shown on the screen when you exited will be shown at THE HOME AREA automatically.

DOODLING MODE

Select a page from the BOOK OPTION Mode. This leads to the DOODLING Mode. You can draw a Doodle here.



1. PENGEL ..... Draw a Doodle using PENGEL as a cursor.

2. REMAINING DRAWING AREA . Indicates the remaining amount of color that the player may use to draw a Doodle on one page.

3. COLOR GEMS ..... Indicates the remaining number of Color Gems power that you may use for the Doodle.

4 ARROW POINT ..... If the Doodle has some movements (e.g. walking, flying), the direction of the Arrow Point indicates the direction the character is facing.

DOODLING MODE MENU

This Menu appears after pressing the △ button. Operate with the directional button or the left analog stick, and press the ✕ button to confirm your selection. To cancel, press the △ button again.

PART PALETTES
Select a part of the Doodle's body you wish to draw. There are two parts available for you to use at the beginning.

COLOR PALETTES
Select a color to draw each part. The color and quantity of the choice you have are limited at the beginning.

BRUSHES
Select thickness of a line you wish to draw. If you use a thin brush, the line you draw looks narrow and creates a thinner 3D part. If you use a thick brush, the line you draw looks bold and creates a wider 3D part. You can buy brushes in the MARKETPLACE.

EDIT OPTIONS
You can erase a part or restore the erased part that you just drew, or can erase complete drawing. Press the ▣ button to restore.
* Parts can be added to Doodles created by someone else, but not removed (undo).

ACTION OPTIONS
Use this to check the animated movement of a created Doodle.

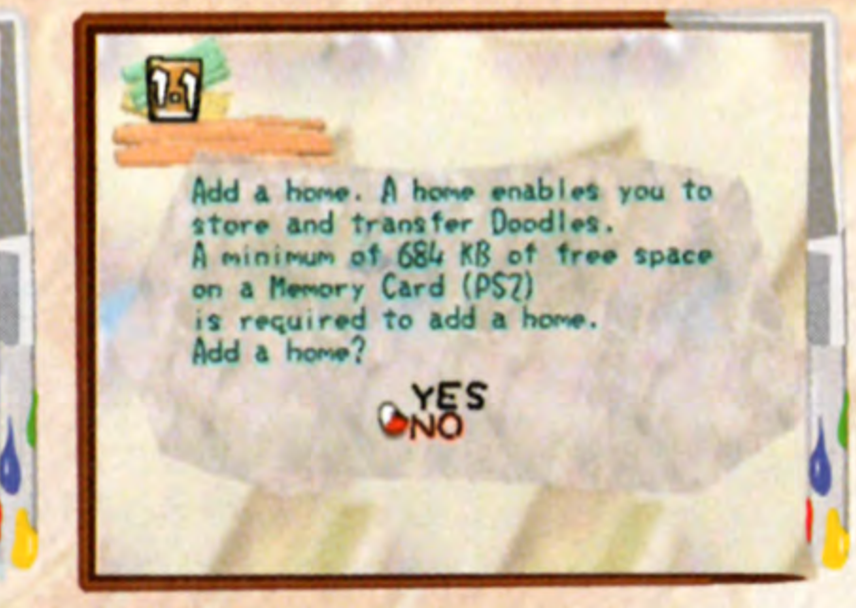
FINISH OPTIONS
Give a name to your Doodle and complete your creation. After it is done, it will lead you back to the BOOK OPTION MENU. You can change the name later on if you desire.

HOME OPTIONS

Move PENGEL to the HOME, which is located at the far back of the HOME AREA. Press the ⊗ button to lead you to go into the HOME. In this HOME, you can save game data and your Doodles, which couldn't be saved in the DOODLE SKETCHBOOK.

SAVE GAME DATA

You can save the game data. Up to 3 different game data can be saved in the Memory Card (for PlayStation®2) (8MB). You can also save Doodles in the DOODLE SKETCHBOOK to this HOME.



SPECIAL NOTE: The same Memory Card (PlayStation®2) used to start a game must also be used for subsequent saves of that particular game!

EDIT HOME (YOU CAN ENTER EDIT HOME DURING GAME PLAY.)

You can transfer or delete Doodles in between DOODLE SKETCHBOOK and HOME. To utilize HOME, you must save it once. To secure one HOME space, it requires at least 684KB of empty space or MORE in the Memory Card (for PlayStation®2) (8MB). You can have a maximum of 10 HOMES.

MOVE DOODLE

You can transfer your Doodles in between DOODLE SKETCHBOOK and HOME.

Add a home. A home enables you to store and transfer Doodles.
A minimum of 684 KB of free space on a Memory Card (PS2) is required to add a home.
Add a home?
YES
NO

ADD HOME

You can create a HOME, which can save 20 Doodles in the Memory Card (for PlayStation®2) (8MB).

DELETE HOME

You can delete a complete HOME here.

DELETE DOODLE

You can delete a selected Doodle here.

EXIT

Go back to the Menu Screen.

QUIT GAME

End the game and go back to the TITLE Screen.

EXIT

Go back to THE HOME AREA.

MARKETPLACE

Many shops line the MARKETPLACE in town. You can exchange your Color Gem(s) for money called "Gold Color Gems", and purchase Doodles and Brushes which are displayed over the counter of the individual shops with the Gold Color Gems. You can go to various Galleries from the MARKETPLACE.

TRADE SHOP

There is a slope that passes through the MARKETPLACE and goes up to the front gate of the Kingdom Castle at the top of the hill. The Trade Shop is located at the top hill and Granny runs it. It is here that you may exchange Color Gems for money called "Gold Color Gems." Select Color Gem and press the ⊗ button to confirm your selection, and choose the quantity that you want to exchange.

SPECIAL NOTE: You cannot purchase Color Gems by spending Gold Color Gems.

OTHER SHOPS

There are many more shops in the MARKETPLACE. To find out about a shop, a Menu will be displayed by talking to the owner of the shop.

Shops

You can purchase pre-drawn Doodles by spending Gold Color Gems at the shops.

Request a DUEL to a shop owner or a bystander.

You can request a DUEL (Battle) here. If they accept the DUEL, you can have a battle with them in the Arenas.

SPECIAL NOTE: Some townspeople will not respond to your DUEL request.

RELATION BETWEEN BATTLES AND SHOPS

If you win a battle against a shop owner, you may go back to their shop to see a number of Doodles that you may now purchase. Each time you challenge a shop owner and win in a DUEL, a new set of Doodles appears for your purchasing option(s), depending on how much money you have.

Each shop owner has a very wide selection of Doodles (potentially) for you to buy.

DOODLE FIGHTS

Choose up to 3 Doodles to have a DOODLE FIGHT with rival DOODLERS. There are a few Arenas at the beginning in which to battle, such as the one in the MAIN ARENA where The Preliminary Tournaments of the Kingdom Doodle Tournament are held, and the SEASIDE ARENA when you request a DUEL with the Shop owner or a bystander at the MARKETPLACE. There will be more Arenas to battle in as the game progresses.

SETTING DOODLES (3 DOODLES MAXIMUM)

After entering the ARENA, select the Doodle(s) that you want to use from your DOODLE SKETCHBOOK using the directional buttons. The Doodle(s) are displayed on each file, which is located on the left side of screen. Press the ✕ button to confirm your selection. To cancel, press the ○ button. Press the [COMPLETE] icon to set the Doodles.

SPECIAL NOTE: When your just starting out, you can only select one to two Doodles until you are able to draw more.

THE DOODLE FIGHTS RULES

The basic rules for the Doodle Fight are, both opponents select up to three Doodles, then like the game "Rock, Paper, Scissors " you each take a turn and both competitors select the skill that their Doodle will use next. The outcome of the turn depends on the skill each player selects. To claim victory, reduce the HP of all your opponent's Doodles to zero, "0".

DOODLE FIGHTS FLOW

The basic battle flow of the Doodle Fight is, select a skill and then attack the opponent. Like the game "Rock, Paper, Scissors", the skills are related to one another. Doodles have their preference of like and dislike to each of the skills. So, it's better to think about your opponent's strategy, and how you should bring your Doodles into each battle, and then think about how the skills of each Doodle relate to one another, and then choose your Doodles to fight in order.

[1 PLAYER]
The display on the left bottom of Screen is your DOODLER Menu, and on the right is your opponent's.

[2 PLAYER]
The display on the left bottom of Screen is the 1P DOODLER Menu, and on the right is the 2P DOODLER's Menu.

1. COMMAND MENU
This displays the description of buttons that does the Command Input.

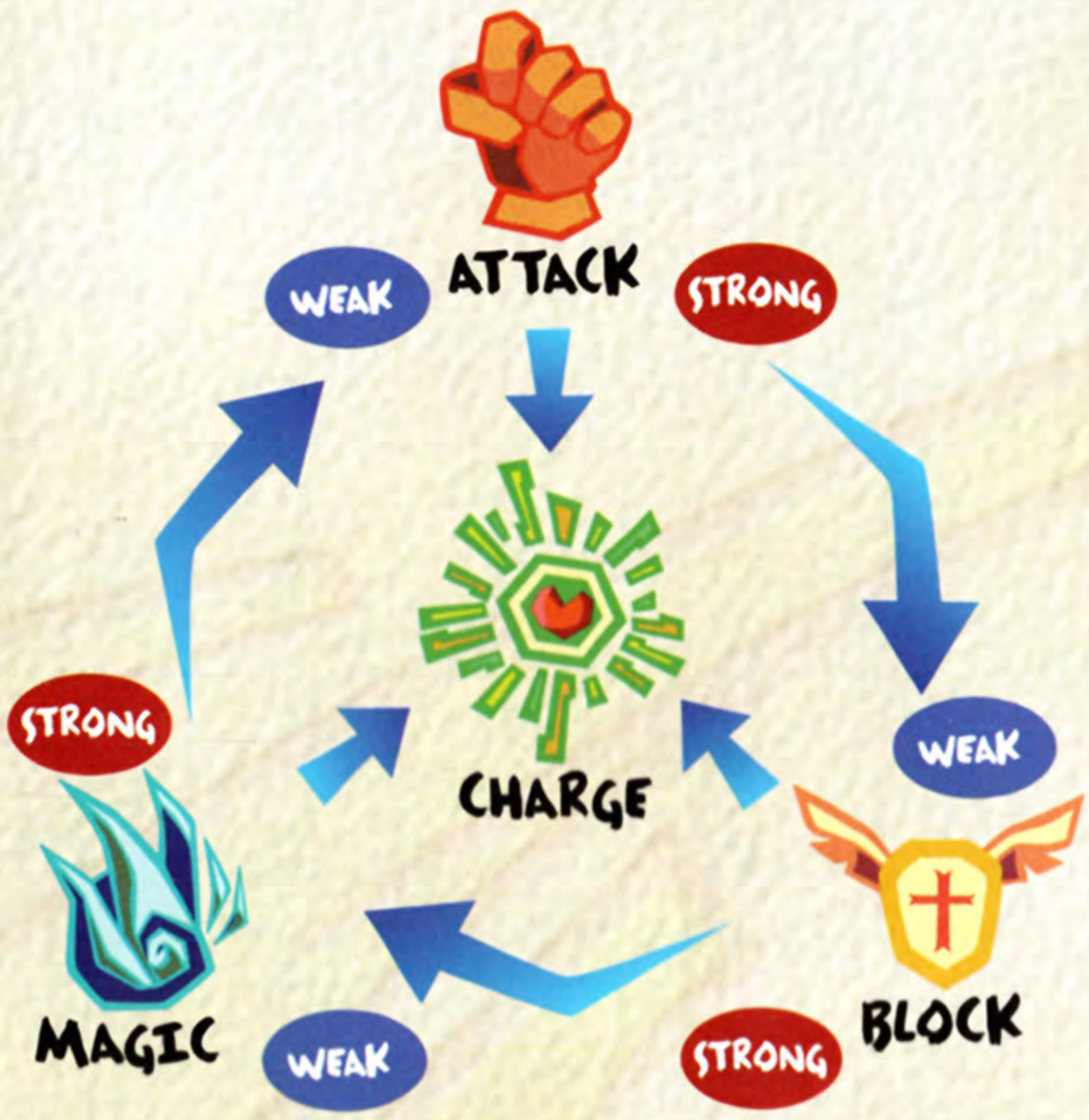
2. STATUS MENU
This displays the Doodle's name, its strong skills, HP, and MP.

3. MESSAGE MENU
This displays the operation and explanation of conditions of the fight.

When selecting a skill, follow the direction appearing on the screen and press the button that indicates the skill you want to use to attack your opponent's Doodle. The next page "Doodles' Skills: Strong-Weak Relations" explains the different skills and how they work.

SKILLS (DOODLES' SKILLS: STRONG-WEAK RELATIONS)

There are 4 skills a Doodle can use. These are: Attack, Magic, Block, and Charge. Like the game "Rock, Paper, Scissors", the skills are related to one another and have strong-weak relations. A Doodle that has the stronger skill wins the battle. If both skills are the same, it's tied, and in this case, the Doodle with the higher Agility stat gets to go first.



ATTACK . . . . . Stronger than Block / Weaker than Magic

MAGIC . . . . . Stronger than Attack / Weaker than Block

BLOCK . . . . . Stronger than Magic / Weaker than Attack

CHARGE . . . . . Weaker than all the other skills

Once a skill has been used, it requires one turn in which to refresh. Charge cannot be used at the beginning of the fight, and the maximum number of skills available per turn is three.

TYPE OF SKILLS

These are the characteristics of the skills:

ATTACK
This lets your Doodle get close to your opponent's Doodle and attack. It causes heavy physical damage. Select an attack method by pressing the L1 button and the Doodle will automatically attack the opponent's Doodle.

MAGIC
Magic is strong against attack, but weak against block. Magic attacks can also cause status effects. Magic points (MP) are required to execute magic attacks. MP recovers over time.

BLOCK
Block is strong against magic, but weak against attack. If magic is blocked, its effects are either negated or reflected back. Block will perform an attack if both Doodles use it at the same time. The block skill a Doodle has depends on what type it is.

CHARGE
Charging recovers a small amount of HP and increases the Doodle's damage output in the next turn. The charge skill cannot be used unless either attack, magic or block skill is used on previous turn.

ENCYCLOPEDIA

The ENCYCLOPEDIA explains how to draw a Doodle and the consequence of creating a Doodle by it. Select ENCYCLOPEDIA in the DOODLE SKETCHBOOK using the directional button and press the ⊗ button to confirm your selection.

ENCYCLOPEDIA CONTENTS

Select a chapter you want to see from the ENCYCLOPEDIA CONTENTS, and press the ⊗ button to confirm your selection. Go back to DOODLE SKETCHBOOK when you click [EXIT].

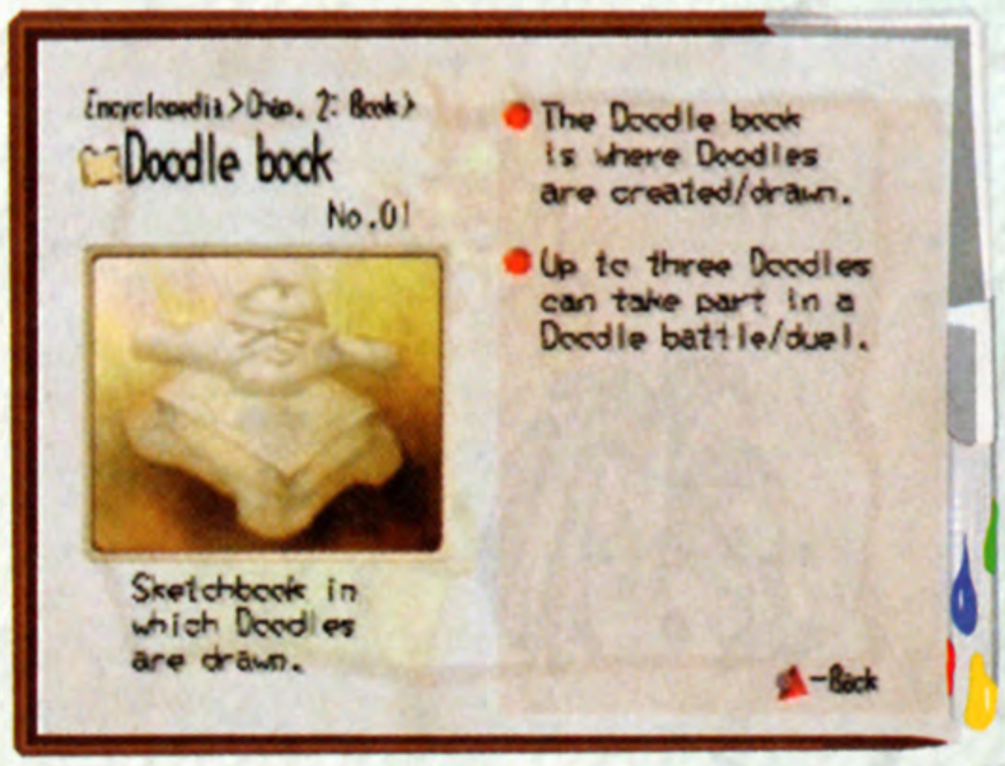
CHAPTER CONTENTS

Titles

Select a title you want to see using the directional button, and press the ⊗ button to confirm your selection. (Titles you can see are limited at the beginning; however, these increase up to a total of 57 titles, as the game progressed. An "N" symbol indicates a newly added title on screen.)

BODY TEXT

It's the body text of the ENCYCLOPEDIA. You can see the description by the Title. To go back to the contents page, press the ◉ button.


Encyclopedia>Chap. 2: Book>
Doodle book
No.01
Sketchbook in which Doodles are drawn.
The Doodle book is where Doodles are created/drawn.
Up to three Doodles can take part in a Doodle battle/duel.
-Back

2 PLAYERS MODE

You can transfer Doodles and play 2P VERSUS with another player by using the saved data from the Memory Card (for PlayStation®2) (8MB). It requires you to insert the Memory Card (for PlayStation®2) (8MB) to the MEMORY CARD slot 1, and then retrieve the saved MAGIC PENGEL™: The Quest for Color data.

2 PLAYER VERSUS

Insert one player's Memory Card (for PlayStation®2) (8MB) in MEMORY CARD slot 1 and the other in MEMORY CARD slot 2. Select up to 3 Doodles, following the same procedure as the DOODLE FIGHT. 2P VERSUS is possible to also play with one Memory Card (for PlayStation®2) (8MB). You must have two DUALSHOCK®2 analog controllers. (See page 18.)

SPECIAL NOTE: Do not remove a Memory Card (for PlayStation®2) (8MB) from the MEMORY CARD slot while it is being accessed. The Doodles, which can be used for the 2P VERSUS are only from the DOODLE SKETCHBOOK.

TRANSFER DOODLES

You can transfer Doodle data from one file to another file within the same Memory Card (for PlayStation®2) (8MB), and from one Memory Card (for PlayStation®2) (8MB) to the other Memory Card (for PlayStation®2) (8MB). Transferring is a step-by-step process, and requires one DUALSHOCK®2 analog controller to perform this move.

STEP 1. Look at the left side of the split screen. Select a Doodle or an empty page that you want to transfer. The transfer can be done by either file to file within the Memory Card (for PlayStation®2) (8MB), or from one Memory Card (for PlayStation®2) (8MB) to the other. The chosen Doodle or empty page appears on the left side of the screen.

Insert the Memory Card (for PlayStation®2) (8MB) to the MEMORY CARD slot 1 ➡ Retrieve Saved Data ➡ Go to HOME ➡ Select a Doodle or empty page that you want to transfer.

STEP 2. Look at the right side of the split screen. Select the other empty page or a Doodle that you want to transfer. The chosen Doodle or empty page appears on the right side of the screen.

Insert Memory Card (for PlayStation®2) (8MB) to the MEMORY CARD slot 1 ➡ Retreave Saved Data ➡ Go to HOME ➡ Select a Doodle or empty page that you want to transfer.

STEP 3. After Step 2 is completed, the transfer will start automatically.

SPECIAL NOTE: You can exchange Doodles only from HOME to HOME. If you select an empty space and transfer a Doodle, the transmit action is more like "give and take", and you are taking the Doodle to the empty space from the other one. You cannot transfer the same Doodle.

TIPS & TRICKS

HOW TO PROGRESS IN THE GAME

In the beginning of the game your purpose is to win "The preliminary tournaments in The Kingdom Doodle Tournament" at the Main Arena. By winning in the tournaments, your PENGEL grows and the length you can draw in one page increases. Meanwhile, you get part palettes and are able to draw new parts on a Doodle.

WHEN THE PLAYER CANNOT WIN IN A FIGHT

When your opponent is too strong and you cannot win, try going to the MARKETPLACE and challenging people to a "DUEL" in the SEASIDE ARENA. This will increase the experience points of your Doodles and raise their basic abilities little by little.

If you fight the same DOODLER, the opponent's Doodle will prepare more powerful Doodles. You can have a well-balanced fight by fighting with many kinds of DOODLERS.

WHEN THERE IS SOMETHING THAT YOU DO NOT KNOW

See "ENCYCLOPEDIA" if there is something you do not know. At the beginning, there are only a few pages but it may increase depending on your progress or when new Doodle tricks are produced. It may increase without notice so check it first when you reach a stalemate.

DOODLES

HONEST

CLEVER

HUNTIST

MARE

MAZEMAN

MADIN

APE

SPUD

FLEISH

ARMY

KITTEN

KOOV

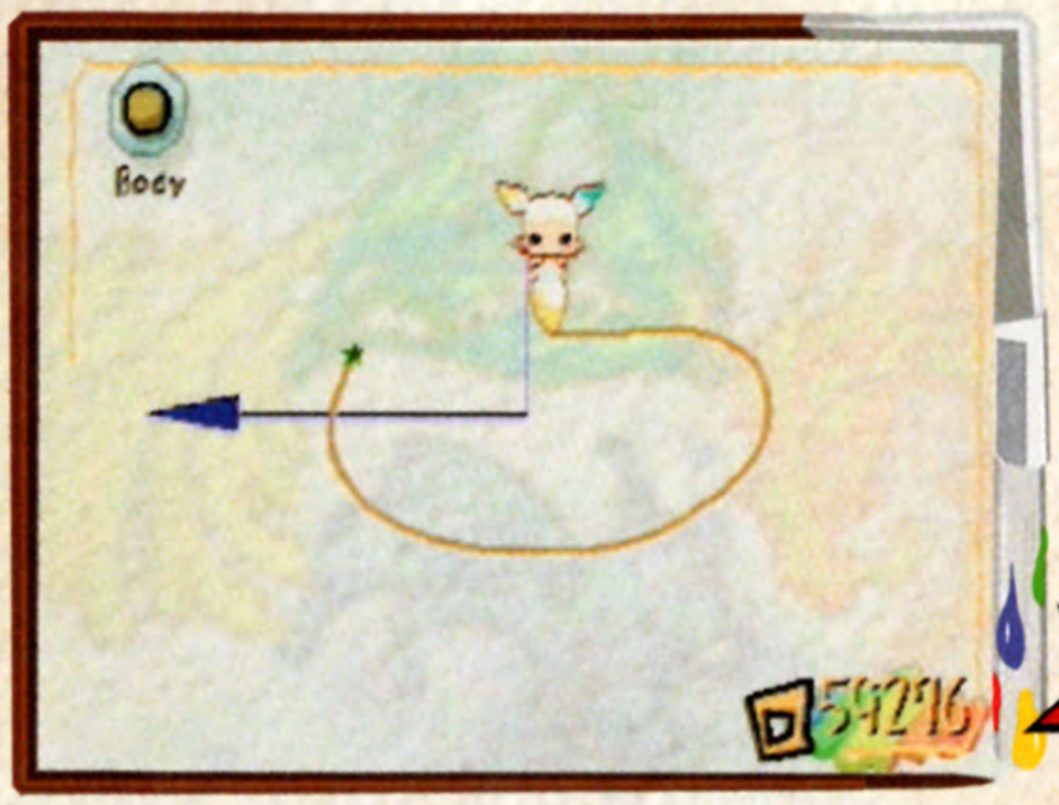
DOODLE DRAWING

This will introduce you to both the basic drawing steps to more advanced drawing techniques.

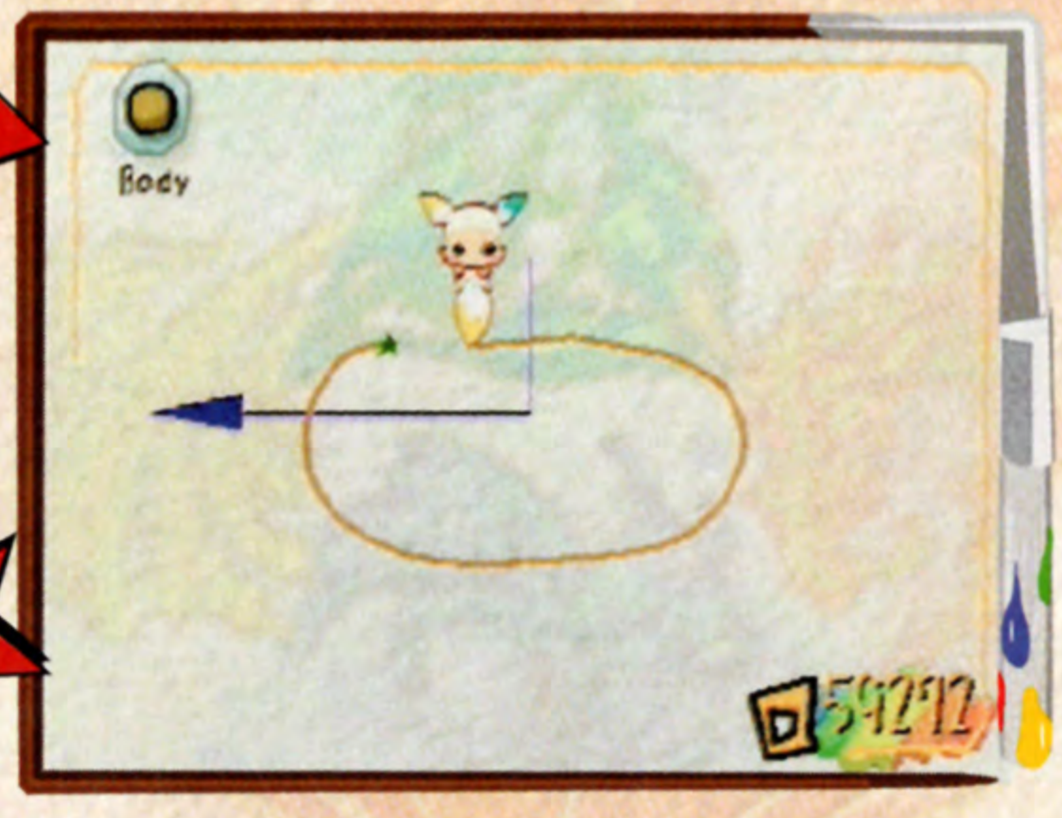
STEP 1

LET'S DRAW A BODY!

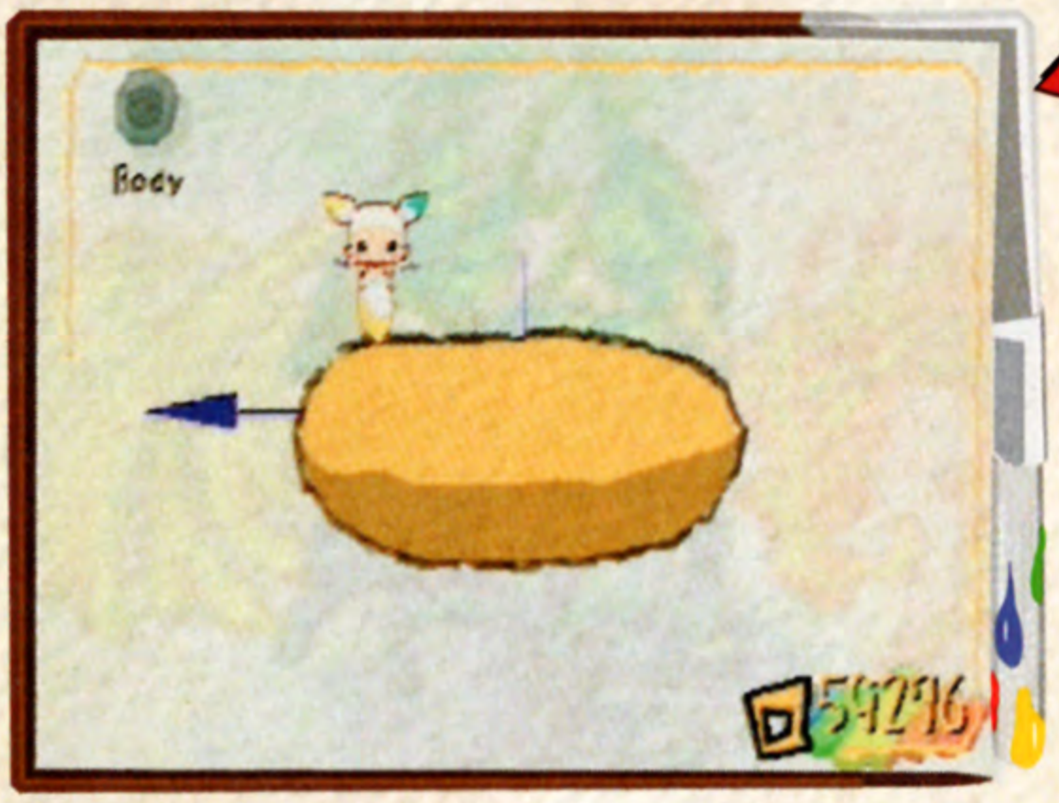
Open the Menu with the △ button. Select a color for the body, and draw a line using the PENGEL.



Press and hold the ✕ button and then move the left analog stick to draw a line.



Connect the line to its starting point where the star is on screen, and release the ✕ button.



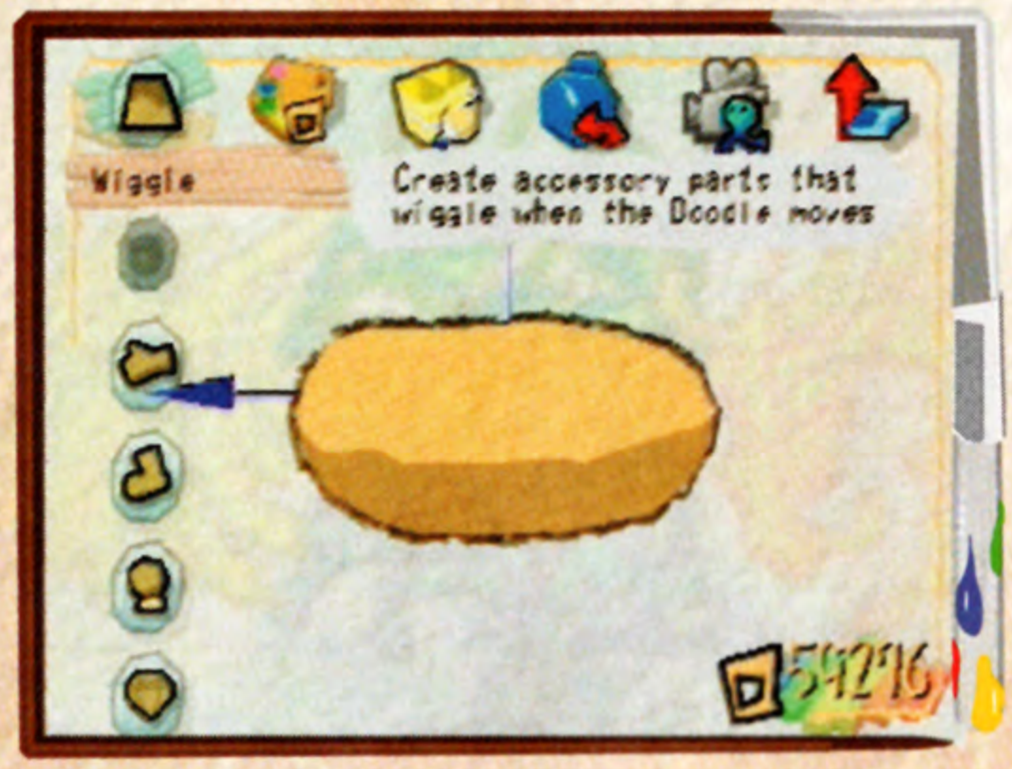
The game automatically renders the body in a 3D look, and completes the body shape! Move the right analog stick to rotate the drawing and confirm your image.

ONE POINT

The length of drawing without lifting the PENGEL from the paper is limited. If you can't make a shape within the length, press the ○ button to restore the line.

STEP 2: ADD SOME PARTS TO THE BODY! CHANGE THE COLORS!

As the game progresses, you can increase the availability of adding more parts to your creation by getting more part palettes and Color Gems. After completing the body, the next step is to add other body parts to the body. You may change the color and/or the brush size. You can find a brush somewhere in the MARKETPLACE, and you can draw the designs from the maximum of 64 different parts.



Open the MENU and select a part, color, and brush size.

Press the ⊗ button one time to specify the drawing start location.

Parts are subsequently rendered in the 3D look from the point where they were drawn. At this stage use the right analog stick to render your drawing in 3D. Rotate the image and draw on different sides to create different effects.

Typically, parts are rendered in front of the drawn image. You will know the image is drawn in front or back of the drawn image by checking it in 3D. Make sure the part position appears as you intended.

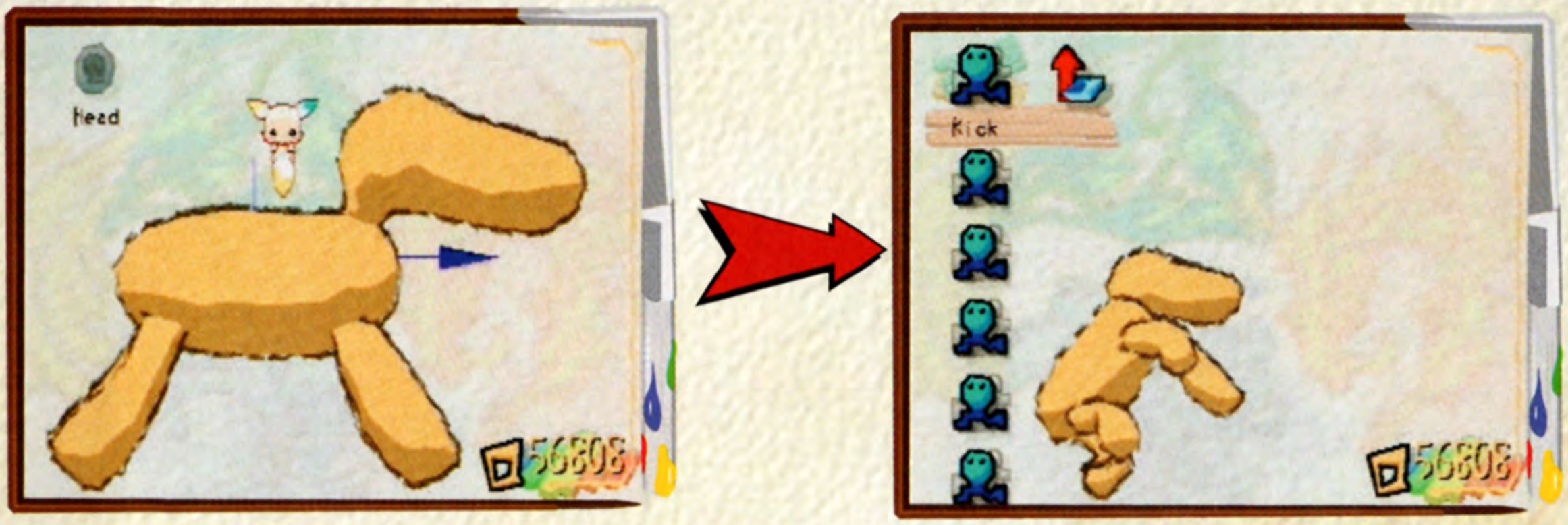
ONE POINT

You may add parts without specifying the drawing location. You can make parts have distance or overlap the main body.

STEP 3

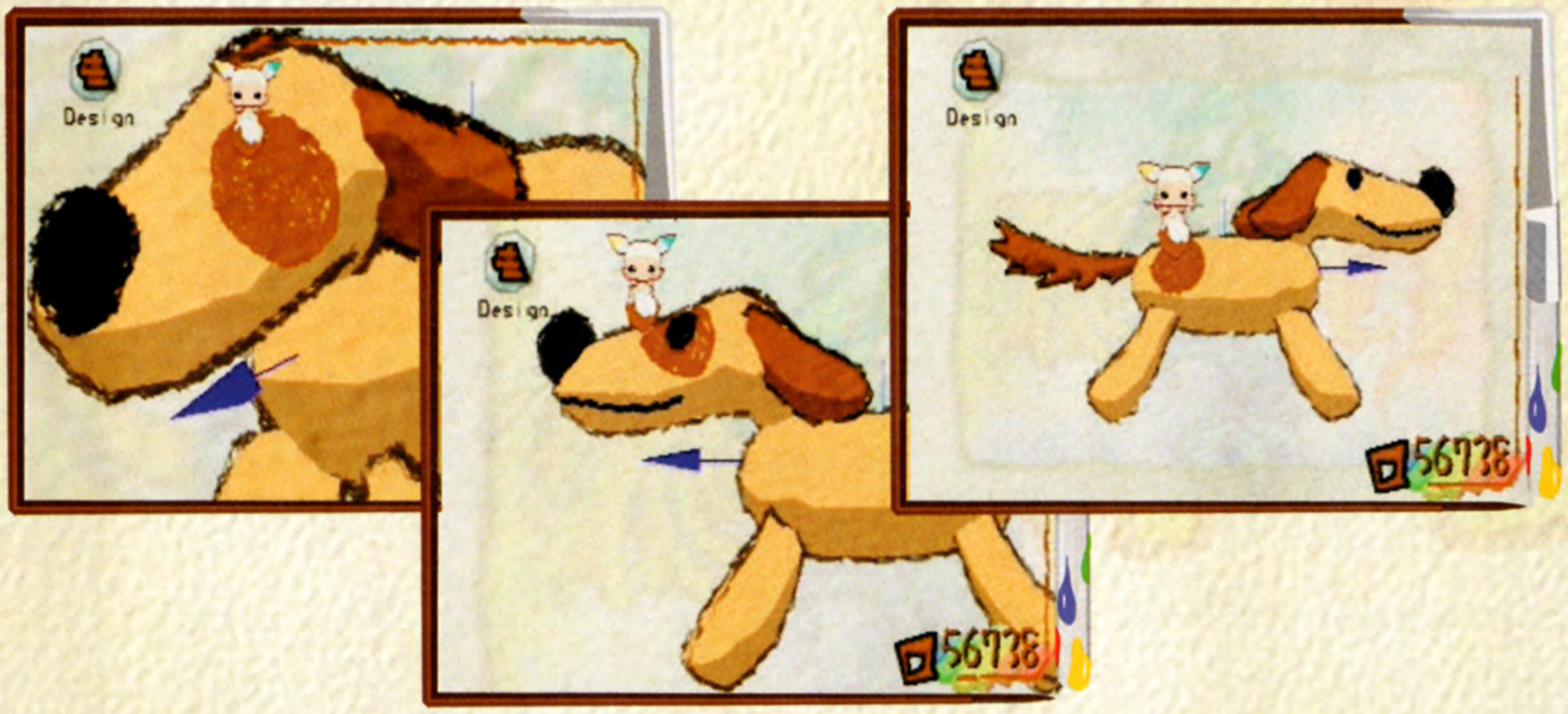
COMPLETE THE CREATION!

Check your design and the Doodle's motion, and complete your Doodle!



Here is a tip for you. When you create a Doodle, it's better not to draw it all at once. If you do so, it may be fine if the drawing is in 2D but that will increase a chance of you creating a funny shape Doodle in 3D. A key to drawing a nice Doodle is to take a look at parts in 3D at each time you add a part.

If you wish to re-draw, select "UNDO" at MENU and delete the shape in orderly placed.

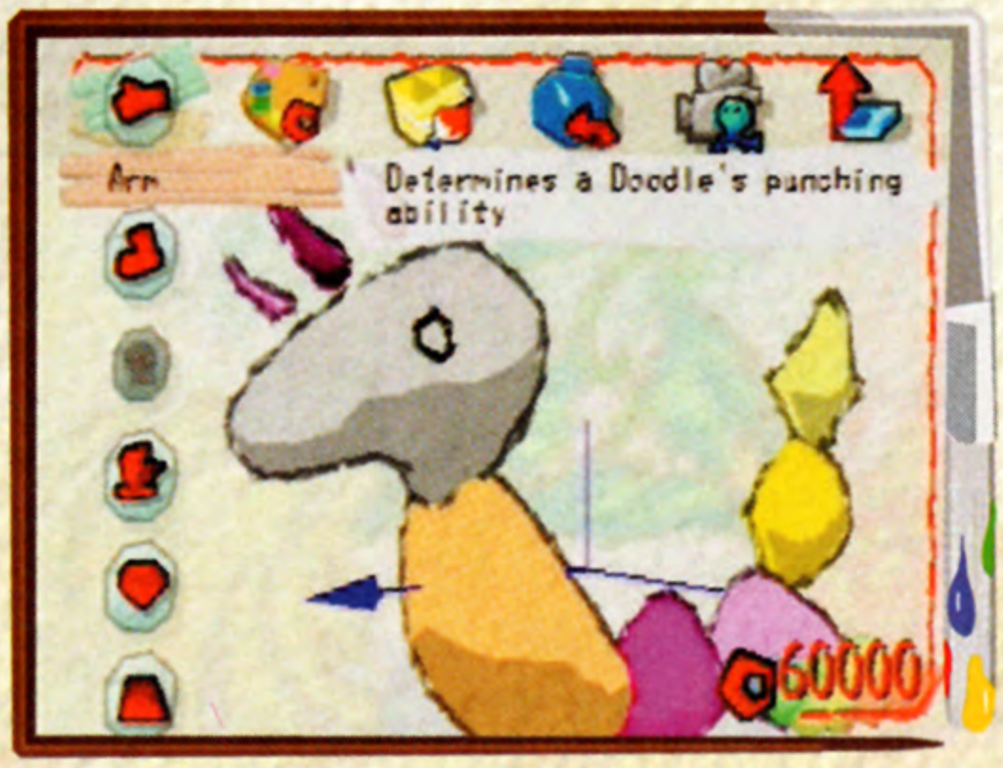


As a final touch, add or change the design by changing a color, brush size, and rotating the Doodle. The thickness of line can be changed by the size of brush.

STEP 4

TRY TO MAKE A DOODLE THAT HAS A STRONG SKILL!

You will become a Master DOODLER when you can complete tournaments to obtain new skills to make the Doodle as you wish.



Research the action skills that you want to have in the Doodle from ENCYCLOPEDIA. If you want to have "Jab", your Doodle must have an arm to jab. First, select "ARM" ...

In order to make a skill more powerful, draw it BIG.

Confirm the skills at the page where you can check the skill. Following these steps, you can make a team of strong Doodles on your own. It may not be a dream anymore to win 100 consecutive matches!

CREDITS

GARAKUTA - STUDIO STAFF

Director - Shuji Watanabe
Art Director - Yoshiharu Sato
Lead Programmer - Yu Okano
Doodle Animation Director - Norihiro Aoyagi
Doodle Animation - Yuki Kanayama, Kouhei Otani
Doodle Stats Planner - Tsuyoshi Takayama
Doodle Book Programmer - Kazunori Yamamoto
Doodle Designer - Hanako Furuta, Aiko Yamamoto
System Planner - Osamu Inoue, Makoto Osaka
System Programmer - Takashi Seguchi
Battle Planner - Tomohito Yano
Battle Programmer - Umi Urashima, Hitoshi Kozuka, Junya Ota, Toshiyuki Hayashi
Effect Designer - Hiromi Miyaji
Lead Demo Event Designer - Takafumi Funamoto
Demo Event Designer - Michi Yoshikuni, Noritaka Kawamoto, Tsutomu Matsuda, Izumi Okada, Keita Saeki, Kouhei Toyoda, Polygon Magic, Inc.
Other Event Designer - Hisaya Souda, Shinichi Nakazono
Event Programmer - Koji Kato, Harumi Kasuga, Kazutomo Ishida, Yoshinori Okada
Background Designer - Gen Arai, Kenichi Morita, Yukie Kurihara, Atushi Yamamoto
2D Designer - Yuko Koizumi
Garakuta - Studio Office - Takahiro Mitsuhashi, Yutaka Harasawa, Takeaki Nomura, Shihori Ishijima.
Quality Assurance - Sarugakucho Inc.
Q&A Team - Pole to Win Corp.

ANIMATION TEAM

Editor - Osamu Tanabe
Assistant Editor - Ryousuke Kiyokawa
Lead Designer - Yoshiharu Sato
Original Picture - Miwa Sasaki, Masashi Ando, Hideki Hamasu, Takayo Nishimura, Kazumi Nakata, Sachiko Sugino
Animation Studio - Ghibli Gainax

SOUND TEAM

Sound Director - Munehiro Nakanishi (Taito)
Japanese Opening and Ending Theme songs - Youhei Nanba
Background Music - Tamayo (Zuntata), Sayoko (Zuntata)
Sound Effects and Voice Editing - Yayoi Senda
Music Support - Taskmaster, Hiroshige Tonomura
Narration Support - Half HP Studio

AGETEC LOCALIZATION TEAM

Executive Producer - Hideaki Irie
Producer - Mark Johnson
Product Coordinator - Satoshi Shimojima
Production Assistant - Production Assistant
Assistant Producer - Franz Stoppenbach
Marketing Director - Kevin Sullivan
Marketing Manager - Yukiko Someya
Marketing Assistant - Mio Morozumi

OPENING AND ENDING

Lyrics written and performed by Angelina Marie

VOICE TALENT CREW

Main Characters
Zoe - Jaime Weber
Taro - Willow Wray
Mono - Kevin Miller
Kiba - Fred Cross
Marshal - Charles Martinet
Denka - Roger Jackson

SUPPORTING CHARACTERS

Brandy Colazo
Brandy Cook
Carrie Francis
Casey Robertson
Christian Pizzirani
David Rosenthal
Eveyln Huynh
Gary Martinez
John Olson
Gianna Guisti
Greg Weber
John Biscegile
Leni Manijeh
Mike Inouye
Pagie Cook-Perez
Steve Duell
Terry McGovern

CASTING AND RECORDING

WebTone Productions

COVER ART AND LOGO DESIGN

Kevin Lee

PACKAGING AND MANUAL DESIGN

David Silviera

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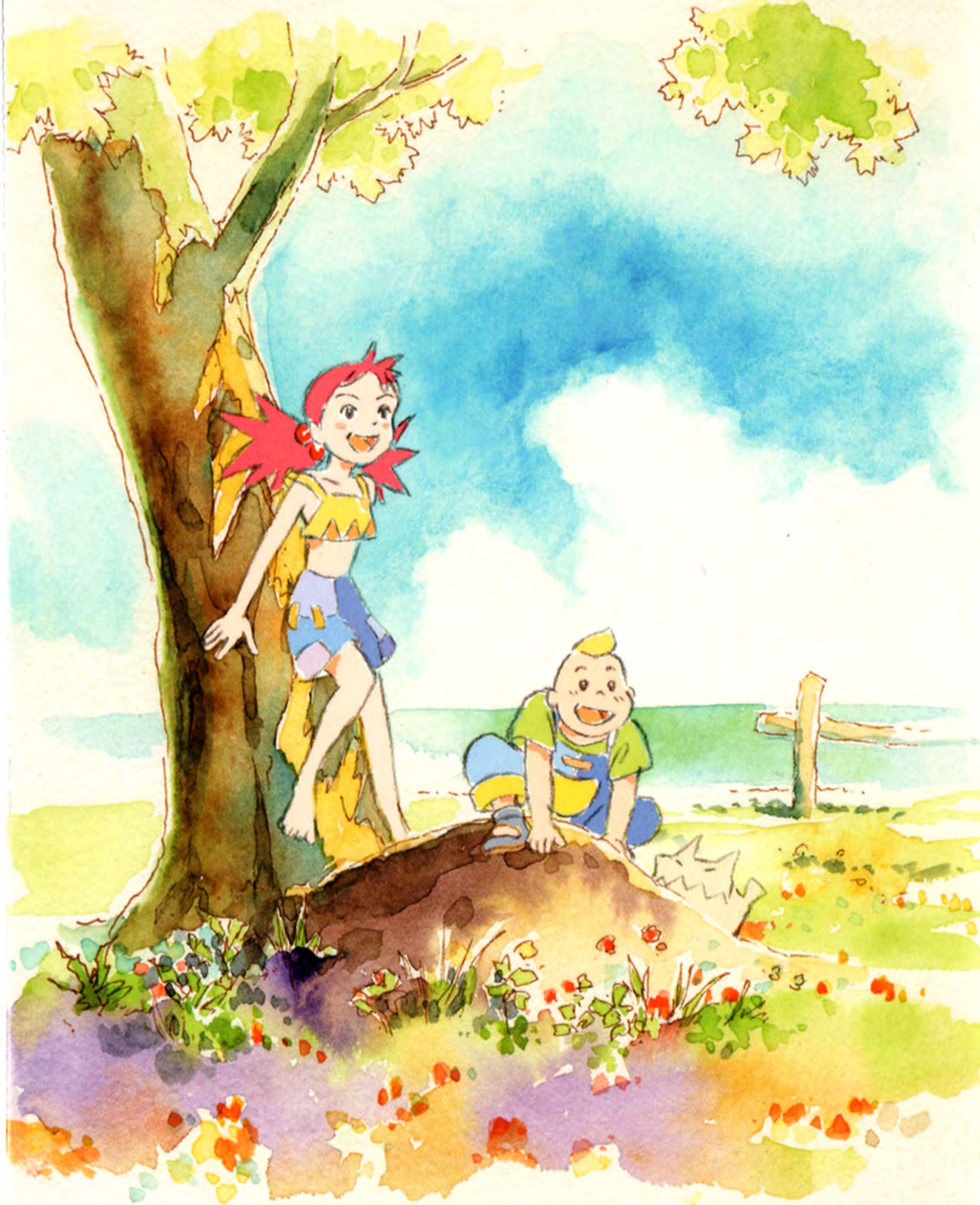

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